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Unique solved — leg

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 1,034

- 1.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,086 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[leg's solution](#)
- 2.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,555 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[leg's solution](#)
- 3.**
2204A
[Passing the Ball](#) · [Tutorial](#)
Quality: 21,754 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[leg's solution](#)
- 4.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,688 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[leg's solution](#)
- 5.**
263A
[Beautiful Matrix](#) · [Tutorial](#)
Quality: 318,045 global accepts · Rating: 800 · first AC: 2024-10-07 · last AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leg's solution](#)
- 6.**
2189A
[Table with Numbers](#) · [Tutorial](#)
Quality: 24,368 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[leg's solution](#)
- 7.**
2173A
[Sleeping Through Classes](#) · [Tutorial](#)
Quality: 23,786 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[leg's solution](#)
- 8.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,673 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games
[leg's solution](#)
- 9.**
2182B
[New Year Cake](#) · [Tutorial](#)
Quality: 23,446 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[leg's solution](#)
- 10.**
2182A
[New Year String](#) · [Tutorial](#)

Quality: 25,339 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[leg's solution](#)

11.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,737 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[leg's solution](#)

12.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[leg's solution](#)

13.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,426 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[leg's solution](#)

14.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[leg's solution](#)

15.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[leg's solution](#)

16.

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,940 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[leg's solution](#)

17.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[leg's solution](#)

18.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,170 global accepts · Rating: 800 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[leg's solution](#)

19.

2162A

[Beautiful Average](#) · [Tutorial](#)

Quality: 41,597 global accepts · Rating: 800 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[leg's solution](#)

20.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[leg's solution](#)

21.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[leg's solution](#)

22.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,765 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[leg's solution](#)

23.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,312 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[leg's solution](#)

24.

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[leg's solution](#)

25.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[leg's solution](#)

26.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,051 global accepts · Rating: 800 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[leg's solution](#)

27.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,435 global accepts · Rating: 800 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math
[leg's solution](#)

28.

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,317 global accepts · Rating: 800 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[leg's solution](#)

29.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,562 global accepts · Rating: 800 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[leg's solution](#)

30.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[leg's solution](#)

31.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,316 global accepts · Rating: 800 · first AC: 2025-07-12 · last AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leg's solution](#)

32.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[leg's solution](#)

33.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[leg's solution](#)

34.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,923 global accepts · Rating: 800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[leg's solution](#)

35.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,695 global accepts · Rating: 800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[leg's solution](#)

36.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[leg's solution](#)

37.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,329 global accepts · Rating: 800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[leg's solution](#)

38.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[leg's solution](#)

39.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,286 global accepts · Rating: 800 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[leg's solution](#)

40.

2118A

[Equal Subsequences](#) · [Tutorial](#)

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[leg's solution](#)

41.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,171 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[leg's solution](#)

42.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[leg's solution](#)

43.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[leg's solution](#)

44.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[leg's solution](#)

45.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,576 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[leg's solution](#)

46.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,544 global accepts · Rating: 800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[leg's solution](#)

47.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,318 global accepts · Rating: 800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings
[leg's solution](#)

48.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[leg's solution](#)

49.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,207 global accepts · Rating: 800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[leg's solution](#)

50.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[leg's solution](#)

51.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[leg's solution](#)

52.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[leg's solution](#)

53.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[leg's solution](#)

54.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[leg's solution](#)

55.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math
[leg's solution](#)

56.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[leg's solution](#)

57.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,478 global accepts · Rating: 800 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leg's solution](#)

58.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math
[leg's solution](#)

59.

2043A

[Coin Transformation](#) · [Tutorial](#)

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[leg's solution](#)

60.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[leg's solution](#)

61.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,273 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[leg's solution](#)

62.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,981 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[leg's solution](#)

63.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,219 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[leg's solution](#)

64.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[leg's solution](#)

65.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[leg's solution](#)

66.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[leg's solution](#)

67.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[leg's solution](#)

68.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

69.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[leg's solution](#)

70.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leg's solution](#)

71.

2027A

[Rectangle Arrangement](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[leg's solution](#)

72.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[leg's solution](#)

73.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leg's solution](#)

74.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,759 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[leg's solution](#)

75.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,640 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leg's solution](#)

76.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,567 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leg's solution](#)

77.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,473 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[leg's solution](#)

78.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,556 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[leg's solution](#)

79.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,521 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leg's solution](#)

80.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,513 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leg's solution](#)

81.

59A

[Word](#) · [Tutorial](#)

Quality: 227,963 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[leg's solution](#)

82.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,600 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leg's solution](#)

83.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,254 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leg's solution](#)

84.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,023 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[leg's solution](#)

85.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,070 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[leg's solution](#)

86.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,754 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[leg's solution](#)

87.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,512 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[leg's solution](#)

88.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[leg's solution](#)

89.

231A

[Team](#) · [Tutorial](#)

Quality: 430,316 global accepts · Rating: 800 · first AC: 2022-02-03 · last AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[leg's solution](#)

90.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,321 global accepts · Rating: 800 · first AC: 2022-02-03 · last AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings
[leg's solution](#)

91.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[leg's solution](#)

92.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[leg's solution](#)

93.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,194 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[leg's solution](#)

94.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,712 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[leg's solution](#)

95.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[leg's solution](#)

96.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[leg's solution](#)

97.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[leg's solution](#)

98.

1983A

[Array Divisibility](#) · [Tutorial](#)

Quality: 28,116 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leg's solution](#)

99.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

100.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[leg's solution](#)

101.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[leg's solution](#)

102.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[leg's solution](#)

103.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,774 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[leg's solution](#)

104.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,373 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[leg's solution](#)

105.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[leg's solution](#)

106.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[leg's solution](#)

107.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[leg's solution](#)

108.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[leg's solution](#)

109.

1980A

[Problem Generator](#) · [Tutorial](#)

Quality: 47,600 global accepts · Rating: 800 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[leg's solution](#)

110.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[leg's solution](#)

111.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[leg's solution](#)

112.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[leg's solution](#)

113.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[leg's solution](#)

114.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[leg's solution](#)

115.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,326 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[leg's solution](#)

116.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,851 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[leg's solution](#)

117.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[leg's solution](#)

118.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

119.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[leg's solution](#)

120.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leg's solution](#)

121.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,761 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

122.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[leg's solution](#)

123.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,117 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[leg's solution](#)

124.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[leg's solution](#)

125.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leg's solution](#)

126.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,689 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

127.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,259 global accepts · Rating: 800 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[leg's solution](#)

128.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[leg's solution](#)

129.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,346 global accepts · Rating: 800 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[leg's solution](#)

130.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[leg's solution](#)

131.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[leg's solution](#)

132.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leg's solution](#)

133.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[leg's solution](#)

134.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[leg's solution](#)

135.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,661 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leg's solution](#)

136.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[leg's solution](#)

137.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[leg's solution](#)

138.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[leg's solution](#)

139.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[leg's solution](#)

140.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[leg's solution](#)

141.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leg's solution](#)

142.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[leg's solution](#)

143.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[leg's solution](#)

144.

1831A

[Twin Permutations](#) · [Tutorial](#)

Quality: 46,309 global accepts · Rating: 800 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[leg's solution](#)

145.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,848 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leg's solution](#)

146.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leg's solution](#)

147.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,897 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leg's solution](#)

148.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,084 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[leg's solution](#)

149.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,606 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[leg's solution](#)

150.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[leg's solution](#)

151.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[leg's solution](#)

152.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[leg's solution](#)

153.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[leg's solution](#)

154.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

155.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[leg's solution](#)

156.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,461 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leg's solution](#)

157.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[leg's solution](#)

158.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[leg's solution](#)

159.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,627 global accepts · Rating: 800 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[leg's solution](#)

160.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[leg's solution](#)

161.

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[leg's solution](#)

162.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,034 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[leg's solution](#)

163.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,619 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[leg's solution](#)

164.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,952 global accepts · Rating: 800 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leg's solution](#)

165.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[leg's solution](#)

166.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,665 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[leg's solution](#)

167.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[leg's solution](#)

168.

1744A

[Number Replacement](#) · [Tutorial](#)

Quality: 28,778 global accepts · Rating: 800 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[leg's solution](#)

169.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,239 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[leg's solution](#)

170.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[leg's solution](#)

171.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[leg's solution](#)

172.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[leg's solution](#)

173.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

174.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,434 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leg's solution](#)

175.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,098 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[leg's solution](#)

176.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,460 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

177.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,635 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

178.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,333 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

179.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

180.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,254 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

181.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,159 global accepts · Rating: 800 · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[leg's solution](#)

182.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

183.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[leg's solution](#)

184.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,381 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[leg's solution](#)

185.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[leg's solution](#)

186.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,169 global accepts · Rating: 800 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[leg's solution](#)

187.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[leg's solution](#)

188.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[leg's solution](#)

189.

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,561 global accepts · Rating: 800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[leg's solution](#)

190.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,958 global accepts · Rating: 800 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[leg's solution](#)

191.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,587 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[leg's solution](#)

192.

115A

[Party](#) · [Tutorial](#)

Quality: 43,358 global accepts · Rating: 900 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[leg's solution](#)

193.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,058 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[leg's solution](#)

194.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,344 global accepts · Rating: 900 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leg's solution](#)

195.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,474 global accepts · Rating: 900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[leg's solution](#)

196.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,493 global accepts · Rating: 900 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[leg's solution](#)

197.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[leg's solution](#)

198.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[leg's solution](#)

199.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[leg's solution](#)

200.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[leg's solution](#)

201.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[leg's solution](#)

202.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,695 global accepts · Rating: 900 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

203.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[leg's solution](#)

204.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[leg's solution](#)

205.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[leg's solution](#)

206.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,409 global accepts · Rating: 900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leg's solution](#)

207.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[leg's solution](#)

208.

1900B

[Laura and Operations](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[leg's solution](#)

209.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,664 global accepts · Rating: 900 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[leg's solution](#)

210.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,700 global accepts · Rating: 900 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: strings

[leg's solution](#)

211.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,712 global accepts · Rating: 900 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[leg's solution](#)

212.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,893 global accepts · Rating: 900 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[leg's solution](#)

213.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[leg's solution](#)

214.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[leg's solution](#)

215.

1837B

[Comparison String](#) · [Tutorial](#)

Quality: 50,112 global accepts · Rating: 900 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

216.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,882 global accepts · Rating: 900 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[leg's solution](#)

217.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,314 global accepts · Rating: 900 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[leg's solution](#)

218.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[leg's solution](#)

219.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[leg's solution](#)

220.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[leg's solution](#)

221.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[leg's solution](#)

222.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,913 global accepts · Rating: 900 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[leg's solution](#)

223.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,074 global accepts · Rating: 900 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: strings
[leg's solution](#)

224.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,121 global accepts · Rating: 900 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[leg's solution](#)

225.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,562 global accepts · Rating: 900 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[leg's solution](#)

226.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,654 global accepts · Rating: 900 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math
[leg's solution](#)

227.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 900 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

228.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[leg's solution](#)

229.

1675B

[Make It Increasing](#) · [Tutorial](#)

Quality: 43,301 global accepts · Rating: 900 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[leg's solution](#)

230.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,179 global accepts · Rating: 900 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[leg's solution](#)

231.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[leg's solution](#)

232.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 900 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[leg's solution](#)

233.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

234.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,511 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[leg's solution](#)

235.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,409 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[leg's solution](#)

236.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[leg's solution](#)

237.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[leg's solution](#)

238.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[leg's solution](#)

239.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,913 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[leg's solution](#)

240.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,553 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[leg's solution](#)

241.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[leg's solution](#)

242.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,752 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[leg's solution](#)

243.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

244.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,887 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[leg's solution](#)

245.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,742 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[leg's solution](#)

246.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,822 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[leg's solution](#)

247.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[leg's solution](#)

248.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[leg's solution](#)

249.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[leg's solution](#)

250.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[leg's solution](#)

251.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,502 global accepts · Rating: 1000 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[leg's solution](#)

252.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[leg's solution](#)

253.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,111 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

254.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,434 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[leg's solution](#)

255.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[leg's solution](#)

256.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,384 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[leg's solution](#)

257.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,189 global accepts · Rating: 1000 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[leg's solution](#)

258.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[leg's solution](#)

259.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[leg's solution](#)

260.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leg's solution](#)

261.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,585 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers
[leg's solution](#)

262.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,063 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[leg's solution](#)

263.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leg's solution](#)

264.

577A

[Multiplication Table](#) · [Tutorial](#)

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[leg's solution](#)

265.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[leg's solution](#)

266.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[leg's solution](#)

267.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[leg's solution](#)

268.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[leg's solution](#)

269.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,276 global accepts · Rating: 1000 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[leg's solution](#)

270.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

271.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leg's solution](#)

272.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,380 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

273.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,943 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

274.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,003 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[leg's solution](#)

275.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,283 global accepts · Rating: 1000 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[leg's solution](#)

276.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,703 global accepts · Rating: 1000 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[leg's solution](#)

277.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,389 global accepts · Rating: 1000 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leg's solution](#)

278.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

279.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,319 global accepts · Rating: 1000 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[leg's solution](#)

280.

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,803 global accepts · Rating: 1000 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[leg's solution](#)

281.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,760 global accepts · Rating: 1000 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[leg's solution](#)

282.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,940 global accepts · Rating: 1000 · first AC: 2022-04-25 · PyPy 3-64 (first AC) · Tags: bitmasks
[leg's solution](#)

283.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[leg's solution](#)

284.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[leg's solution](#)

285.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,481 global accepts · Rating: 1000 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[leg's solution](#)

286.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[leg's solution](#)

287.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[leg's solution](#)

288.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-03-27 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings
[leg's solution](#)

289.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[leg's solution](#)

290.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[leg's solution](#)

291.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leg's solution](#)

292.

1584B

[Coloring Rectangles](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leg's solution](#)

293.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,259 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[leg's solution](#)

294.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,643 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[leg's solution](#)

295.

2183B

[Yet Another MEX Problem](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[leg's solution](#)

296.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,305 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings

[leg's solution](#)

297.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[leg's solution](#)

298.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,330 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[leg's solution](#)

299.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,913 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[leg's solution](#)

300.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[leg's solution](#)

301.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[leg's solution](#)

302.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[leg's solution](#)

303.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,994 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[leg's solution](#)

304.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[leg's solution](#)

305.

2063B

[Subsequence Update](#) · [Tutorial](#)

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[leg's solution](#)

306.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[leg's solution](#)

307.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[leg's solution](#)

308.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[leg's solution](#)

309.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[leg's solution](#)

310.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[leg's solution](#)

311.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[leg's solution](#)

312.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,458 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[leg's solution](#)

313.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[leg's solution](#)

314.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[leg's solution](#)

315.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[leg's solution](#)

316.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leg's solution](#)

317.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leg's solution](#)

318.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[leg's solution](#)

319.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,360 global accepts · Rating: 1100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[leg's solution](#)

320.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[leg's solution](#)

321.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,542 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[leg's solution](#)

322.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leg's solution](#)

323.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[leg's solution](#)

324.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,725 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[leg's solution](#)

325.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leg's solution](#)

326.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,173 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[leg's solution](#)

327.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,814 global accepts · Rating: 1100 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[leg's solution](#)

328.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[leg's solution](#)

329.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,440 global accepts · Rating: 1100 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

330.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,619 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[leg's solution](#)

331.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,015 global accepts · Rating: 1100 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers

[leg's solution](#)

332.

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,230 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[leg's solution](#)

333.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,978 global accepts · Rating: 1100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[leg's solution](#)

334.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,291 global accepts · Rating: 1100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[leg's solution](#)

335.

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[leg's solution](#)

336.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,507 global accepts · Rating: 1100 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leg's solution](#)

337.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

338.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,087 global accepts · Rating: 1100 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[leg's solution](#)

339.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,798 global accepts · Rating: 1100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[leg's solution](#)

340.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,268 global accepts · Rating: 1100 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[leg's solution](#)

341.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1100 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[leg's solution](#)

342.

1700B

[Palindromic Numbers](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[leg's solution](#)

343.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[leg's solution](#)

344.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-24 · PyPy 3-64 (first AC) · Tags: implementation

[leg's solution](#)

345.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leg's solution](#)

346.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[leg's solution](#)

347.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,407 global accepts · Rating: 1100 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[leg's solution](#)

348.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[leg's solution](#)

349.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[leg's solution](#)

350.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[leg's solution](#)

351.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,841 global accepts · Rating: 1100 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[leg's solution](#)

352.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[leg's solution](#)

353.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[leg's solution](#)

354.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[leg's solution](#)

355.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings
[leg's solution](#)

356.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,834 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[leg's solution](#)

357.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[leg's solution](#)

358.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[leg's solution](#)

359.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[leg's solution](#)

360.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,522 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[leg's solution](#)

361.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,703 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[leg's solution](#)

362.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,306 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[leg's solution](#)

363.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,294 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[leg's solution](#)

364.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[leg's solution](#)

365.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[leg's solution](#)

366.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,352 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[leg's solution](#)

367.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,684 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[leg's solution](#)

368.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,876 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[leg's solution](#)

369.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,309 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[leg's solution](#)

370.

2123D

[Binary String Battle](#) · [Tutorial](#)

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[leg's solution](#)

371.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,749 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[leg's solution](#)

372.

2118B

[Make It Permutation](#) · [Tutorial](#)

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[leg's solution](#)

373.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,124 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[leg's solution](#)

374.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[leg's solution](#)

375.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[leg's solution](#)

376.

2056C

[Palindromic Subsequences](#) · [Tutorial](#)

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[leg's solution](#)

377.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[leg's solution](#)

378.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,583 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[leg's solution](#)

379.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[leg's solution](#)

380.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[leg's solution](#)

381.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,821 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[leg's solution](#)

382.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leg's solution](#)

383.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,869 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[leg's solution](#)

384.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leg's solution](#)

385.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[leg's solution](#)

386.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[leg's solution](#)

387.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[leg's solution](#)

388.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[leg's solution](#)

389.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,187 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[leg's solution](#)

390.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,391 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[leg's solution](#)

391.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[leg's solution](#)

392.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[leg's solution](#)

393.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[leg's solution](#)

394.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1200 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[leg's solution](#)

395.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[leg's solution](#)

396.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[leg's solution](#)

397.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[leg's solution](#)

398.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[leg's solution](#)

399.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[leg's solution](#)

400.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[leg's solution](#)

401.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,350 global accepts · Rating: 1200 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[leg's solution](#)

402.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1200 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[leg's solution](#)

403.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[leg's solution](#)

404.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,044 global accepts · Rating: 1200 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[leg's solution](#)

405.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,673 global accepts · Rating: 1200 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[leg's solution](#)

406.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[leg's solution](#)

407.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[leg's solution](#)

408.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,477 global accepts · Rating: 1200 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[leg's solution](#)

409.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[leg's solution](#)

410.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,878 global accepts · Rating: 1200 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[leg's solution](#)

411.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[leg's solution](#)

412.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,638 global accepts · Rating: 1200 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[leg's solution](#)

413.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[leg's solution](#)

414.

285C

[Building Permutation](#) · [Tutorial](#)

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[leg's solution](#)

415.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[leg's solution](#)

416.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

417.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,025 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

418.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[leg's solution](#)

419.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[leg's solution](#)

420.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[leg's solution](#)

421.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[leg's solution](#)

422.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 1200 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

423.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[leg's solution](#)

424.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,117 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[leg's solution](#)

425.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[leg's solution](#)

426.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,871 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[leg's solution](#)

427.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,902 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[leg's solution](#)

428.

1736C1

[Good Subarrays \(Easy Version\) · Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[leg's solution](#)

429.

2179D

[Blackslex and Penguin Civilization · Tutorial](#)

Quality: 13,515 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[leg's solution](#)

430.

2170C

[Quotient and Remainder · Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[leg's solution](#)

431.

2169C

[Range Operation · Tutorial](#)

Quality: 12,677 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[leg's solution](#)

432.

2145C

[Monocarp's String · Tutorial](#)

Quality: 15,404 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[leg's solution](#)

433.

2152B

[Catching the Krug · Tutorial](#)

Quality: 12,857 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[leg's solution](#)

434.

2150A

[Incremental Path · Tutorial](#)

Quality: 11,702 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[leg's solution](#)

435.

2127B

[Hamiid, Haaamid... Hamid? · Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[leg's solution](#)

436.

2124C

[Subset Multiplication · Tutorial](#)

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[leg's solution](#)

437.

2119C

[A Good Problem · Tutorial](#)

Quality: 16,308 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

math

[leg's solution](#)

438.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,736 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[leg's solution](#)

439.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,208 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[leg's solution](#)

440.

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,480 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[leg's solution](#)

441.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,169 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[leg's solution](#)

442.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[leg's solution](#)

443.

2086C

[Disappearing Permutation](#) · [Tutorial](#)

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[leg's solution](#)

444.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[leg's solution](#)

445.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[leg's solution](#)

446.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[leg's solution](#)

447.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[leg's solution](#)

448.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[leg's solution](#)

449.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,991 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices

[leg's solution](#)

450.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[leg's solution](#)

451.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,197 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math

[leg's solution](#)

452.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[leg's solution](#)

453.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[leg's solution](#)

454.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[leg's solution](#)

455.

1978C

[Manhattan Permutations](#) · [Tutorial](#)

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[leg's solution](#)

456.

1984C1

[Magnitude \(Easy Version\)](#) · [Tutorial](#)

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[leg's solution](#)

457.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,440 global accepts · Rating: 1300 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[leg's solution](#)

458.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[leg's solution](#)

459.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[leg's solution](#)

460.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[leg's solution](#)

461.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[leg's solution](#)

462.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,978 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[leg's solution](#)

463.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[leg's solution](#)

464.

1881D

[Divide and Equalize](#) · [Tutorial](#)

Quality: 28,442 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[leg's solution](#)

465.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy
[leg's solution](#)

466.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[leg's solution](#)

467.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[leg's solution](#)

468.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[leg's solution](#)

469.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[leg's solution](#)

470.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[leg's solution](#)

471.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[leg's solution](#)

472.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,194 global accepts · Rating: 1300 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[leg's solution](#)

473.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,653 global accepts · Rating: 1300 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[leg's solution](#)

474.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,361 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

475.

304C

[Lucky Permutation Triple](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[leg's solution](#)

476.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[leg's solution](#)

477.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[leg's solution](#)

478.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,567 global accepts · Rating: 1300 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

479.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation
[leg's solution](#)

480.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[leg's solution](#)

481.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[leg's solution](#)

482.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[leg's solution](#)

483.

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[leg's solution](#)

484.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[leg's solution](#)

485.

181B

[Number of Triplets](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force
[leg's solution](#)

486.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,176 global accepts · Rating: 1300 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[leg's solution](#)

487.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,881 global accepts · Rating: 1300 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[leg's solution](#)

488.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[leg's solution](#)

489.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,884 global accepts · Rating: 1300 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[leg's solution](#)

490.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,274 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[leg's solution](#)

491.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[leg's solution](#)

492.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,838 global accepts · Rating: 1300 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
[leg's solution](#)

493.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[leg's solution](#)

494.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[leg's solution](#)

495.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,681 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[leg's solution](#)

496.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 1400 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, two pointers
[leg's solution](#)

497.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,244 global accepts · Rating: 1400 · first AC: 2023-01-30 · last AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[leg's solution](#)

498.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[leg's solution](#)

499.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,547 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[leg's solution](#)

500.

2162D

[Beautiful Permutation](#) · [Tutorial](#)

Quality: 12,367 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[leg's solution](#)

501.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,227 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[leg's solution](#)

502.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[leg's solution](#)

503.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees

[leg's solution](#)

504.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[leg's solution](#)

505.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[leg's solution](#)

506.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[leg's solution](#)

507.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[leg's solution](#)

508.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[leg's solution](#)

509.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[leg's solution](#)

510.

1733D1

[Zero-One \(Easy Version\) · Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[leg's solution](#)

511.

1701C

[Schedule Management · Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[leg's solution](#)

512.

2055C

[The Trail · Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[leg's solution](#)

513.

2034C

[Trapped in the Witch's Labyrinth · Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[leg's solution](#)

514.

2032C

[Trinity · Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers
[leg's solution](#)

515.

2035C

[Alya and Permutation · Tutorial](#)

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[leg's solution](#)

516.

2033E

[Sakurako, Kosuke, and the Permutation · Tutorial](#)

Quality: 14,141 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math
[leg's solution](#)

517.

2033C

[Sakurako's Field Trip · Tutorial](#)

Quality: 17,814 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[leg's solution](#)

518.

2014D

[Robert Hood and Mrs Hood · Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[leg's solution](#)

519.

1983C

[Have Your Cake and Eat It Too · Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[leg's solution](#)

520.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leg's solution](#)

521.

1972D1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[leg's solution](#)

522.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,588 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[leg's solution](#)

523.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[leg's solution](#)

524.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,968 global accepts · Rating: 1400 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[leg's solution](#)

525.

1883G1

[Dances \(Easy version\)](#) · [Tutorial](#)

Quality: 19,560 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[leg's solution](#)

526.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[leg's solution](#)

527.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[leg's solution](#)

528.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[leg's solution](#)

529.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[leg's solution](#)

530.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[leg's solution](#)

531.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,322 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[leg's solution](#)

532.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[leg's solution](#)

533.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[leg's solution](#)

534.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,084 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[leg's solution](#)

535.

279B

[Books](#) · [Tutorial](#)

Quality: 72,445 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[leg's solution](#)

536.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[leg's solution](#)

537.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings
[leg's solution](#)

538.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games
[leg's solution](#)

539.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[leg's solution](#)

540.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy
[leg's solution](#)

541.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[leg's solution](#)

542.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[leg's solution](#)

543.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[leg's solution](#)

544.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[leg's solution](#)

545.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,393 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[leg's solution](#)

546.

315A

[Sereja and Bottles](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[leg's solution](#)

547.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,587 global accepts · Rating: 1400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[leg's solution](#)

548.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 1400 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[leg's solution](#)

549.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,994 global accepts · Rating: 1400 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[leg's solution](#)

550.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[leg's solution](#)

551.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[leg's solution](#)

552.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[leg's solution](#)

553.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[leg's solution](#)

554.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[leg's solution](#)

555.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[leg's solution](#)

556.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[leg's solution](#)

557.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[leg's solution](#)

558.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[leg's solution](#)

559.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[leg's solution](#)

560.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[leg's solution](#)

561.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[leg's solution](#)

562.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[leg's solution](#)

563.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[leg's solution](#)

564.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[leg's solution](#)

565.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[leg's solution](#)

566.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,571 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[leg's solution](#)

567.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[leg's solution](#)

568.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leg's solution](#)

569.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[leg's solution](#)

570.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[leg's solution](#)

571.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[leg's solution](#)

572.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[leg's solution](#)

573.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 1500 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leg's solution](#)

574.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[leg's solution](#)

575.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[leg's solution](#)

576.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[leg's solution](#)

577.

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[leg's solution](#)

578.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,895 global accepts · Rating: 1500 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[leg's solution](#)

579.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[leg's solution](#)

580.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,016 global accepts · Rating: 1500 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leg's solution](#)

581.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[leg's solution](#)

582.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leg's solution](#)

583.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[leg's solution](#)

584.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leg's solution](#)

585.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,935 global accepts · Rating: 1500 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[leg's solution](#)

586.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[leg's solution](#)

587.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[leg's solution](#)

588.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[leg's solution](#)

589.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[leg's solution](#)

590.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: trees

[leg's solution](#)

591.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[leg's solution](#)

592.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1600 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[leg's solution](#)

593.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,952 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[leg's solution](#)

594.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,021 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[leg's solution](#)

595.

2162E

[Beautiful Palindromes](#) · [Tutorial](#)

Quality: 9,338 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules

[leg's solution](#)

596.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[leg's solution](#)

597.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities

[leg's solution](#)

598.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[leg's solution](#)

599.

1722E

[Counting Rectangles](#) · [Tutorial](#)

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[leg's solution](#)

600.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[leg's solution](#)

601.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy,

implementation, math

[leg's solution](#)

602.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[leg's solution](#)

603.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[leg's solution](#)

604.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[leg's solution](#)

605.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[leg's solution](#)

606.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[leg's solution](#)

607.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[leg's solution](#)

608.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[leg's solution](#)

609.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[leg's solution](#)

610.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[leg's solution](#)

611.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, sortings

[leg's solution](#)

612.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[leg's solution](#)

613.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[leg's solution](#)

614.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[leg's solution](#)

615.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[leg's solution](#)

616.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[leg's solution](#)

617.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[leg's solution](#)

618.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[leg's solution](#)

619.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,924 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[leg's solution](#)

620.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[leg's solution](#)

621.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,799 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[leg's solution](#)

622.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1600 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[leg's solution](#)

623.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[leg's solution](#)

624.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[leg's solution](#)

625.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,702 global accepts · Rating: 1600 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[leg's solution](#)

626.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[leg's solution](#)

627.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1600 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[leg's solution](#)

628.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,504 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[leg's solution](#)

629.

1795D

[Triangle Coloring](#) · [Tutorial](#)

Quality: 13,076 global accepts · Rating: 1600 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[leg's solution](#)

630.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[leg's solution](#)

631.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,359 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[leg's solution](#)

632.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[leg's solution](#)

633.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[leg's solution](#)

634.

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[leg's solution](#)

635.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[leg's solution](#)

636.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,628 global accepts · Rating: 1600 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[leg's solution](#)

637.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[leg's solution](#)

638.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,650 global accepts · Rating: 1600 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[leg's solution](#)

639.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[leg's solution](#)

640.

2201B

[Recollect Numbers](#) · [Tutorial](#)

Quality: 4,958 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[leg's solution](#)

641.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,090 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[leg's solution](#)

642.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leg's solution](#)

643.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[leg's solution](#)

644.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[leg's solution](#)

645.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
[leg's solution](#)

646.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[leg's solution](#)

647.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[leg's solution](#)

648.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[leg's solution](#)

649.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,443 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[leg's solution](#)

650.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory
[leg's solution](#)

651.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[leg's solution](#)

652.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[leg's solution](#)

653.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[leg's solution](#)

654.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[leg's solution](#)

655.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[leg's solution](#)

656.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[leg's solution](#)

657.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[leg's solution](#)

658.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[leg's solution](#)

659.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[leg's solution](#)

660.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[leg's solution](#)

661.

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[leg's solution](#)

662.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[leg's solution](#)

663.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[leg's solution](#)

664.

1906M

[Triangle Construction](#) · [Tutorial](#)

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leg's solution](#)

665.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[leg's solution](#)

666.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,573 global accepts · Rating: 1700 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[leg's solution](#)

667.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[leg's solution](#)

668.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[leg's solution](#)

669.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,478 global accepts · Rating: 1700 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[leg's solution](#)

670.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[leg's solution](#)

671.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[leg's solution](#)

672.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leg's solution](#)

673.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[leg's solution](#)

674.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[leg's solution](#)

675.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy
[leg's solution](#)

676.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[leg's solution](#)

677.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[leg's solution](#)

678.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[leg's solution](#)

679.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[leg's solution](#)

680.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,181 global accepts · Rating: 1800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[leg's solution](#)

681.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[leg's solution](#)

682.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math
[leg's solution](#)

683.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[leg's solution](#)

684.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,972 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[leg's solution](#)

685.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[leg's solution](#)

686.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[leg's solution](#)

687.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[leg's solution](#)

688.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[leg's solution](#)

689.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[leg's solution](#)

690.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[leg's solution](#)

691.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,126 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[leg's solution](#)

692.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[leg's solution](#)

693.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1800 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[leg's solution](#)

694.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[leg's solution](#)

695.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[leg's solution](#)

696.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[leg's solution](#)

697.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[leg's solution](#)

698.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2025-03-18 · last AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[leg's solution](#)

699.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[leg's solution](#)

700.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[leg's solution](#)

701.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[leg's solution](#)

702.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leg's solution](#)

703.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[leg's solution](#)

704.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[leg's solution](#)

705.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[leg's solution](#)

706.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[leg's solution](#)

707.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[leg's solution](#)

708.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[leg's solution](#)

709.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[leg's solution](#)

710.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[leg's solution](#)

711.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[leg's solution](#)

712.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[leg's solution](#)

713.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[leg's solution](#)

714.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[leg's solution](#)

715.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[leg's solution](#)

716.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 1800 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[leg's solution](#)

717.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[leg's solution](#)

718.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[leg's solution](#)

719.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[leg's solution](#)

720.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[leg's solution](#)

721.

2180D

[Insolvable Disks](#) · [Tutorial](#)

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722.

2180C

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723.

2174B

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724.

2157E

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725.

2002D1

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726.

2154D

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727.

2148G

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728.

2117G

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729.

1543C

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730.

2066B

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731.

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732.

1063C

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733.

1475G

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734.

2022D1

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735.

2053E

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736.

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[leg's solution](#)

737.

2044G2

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738.

2044F

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739.

2042D

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740.

2026D

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741.

2021C2

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742.

2019D

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743.

1508A

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[leg's solution](#)

744.

1163C1

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213B

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746.

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747.

744B

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748.

1353E

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749.

935D

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750.

1031D

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751.

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752.

69D

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753.

1163C2

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754.

1991E

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755.

1991D

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756.

1989D

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757.

1957D

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758.

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761.

2215B

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763.

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764.

2196C2

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765.

1889C1

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766.

2135C

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767.

792C

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1142B

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769.

2178E

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770.

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771.

1867E1

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2131G

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774.

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783.

2061E

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784.

2055D

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785.

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786.

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787.

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789.

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2207E1

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791.

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792.

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793.

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794.

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795.

2163D1

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2162F

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2145E

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801.

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802.

2123G

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803.

2092E

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[leg's solution](#)

804.

2040E

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805.

2037F

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[leg's solution](#)

806.

2038B

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[leg's solution](#)

807.

2046C

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[leg's solution](#)

808.

2044H

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[leg's solution](#)

809.

2038K

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810.

2003D2

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811.

1920E

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Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[leg's solution](#)

812.

321C

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Quality: 9,393 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, divide and conquer, greedy, trees

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813.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

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[leg's solution](#)

814.

690D3

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Quality: 630 global accepts · Rating: 2100 · first AC: 2024-08-10 · last AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[leg's solution](#)

815.

1810E

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Quality: 3,909 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[leg's solution](#)

816.

1913D

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Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[leg's solution](#)

817.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[leg's solution](#)

818.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[leg's solution](#)

819.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[leg's solution](#)

820.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[leg's solution](#)

821.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[leg's solution](#)

822.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[leg's solution](#)

823.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2200 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[leg's solution](#)

824.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[leg's solution](#)

825.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
[leg's solution](#)

826.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory
[leg's solution](#)

827.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings
[leg's solution](#)

828.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive
[leg's solution](#)

829.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[leg's solution](#)

830.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[leg's solution](#)

831.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[leg's solution](#)

832.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[leg's solution](#)

833.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[leg's solution](#)

834.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[leg's solution](#)

835.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[leg's solution](#)

836.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[leg's solution](#)

837.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[leg's solution](#)

838.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[leg's solution](#)

839.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[leg's solution](#)

840.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[leg's solution](#)

841.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[leg's solution](#)

842.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[leg's solution](#)

843.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[leg's solution](#)

844.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[leg's solution](#)

845.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[leg's solution](#)

846.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[leg's solution](#)

847.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[leg's solution](#)

848.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[leg's solution](#)

849.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two pointers

[leg's solution](#)

850.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[leg's solution](#)

851.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings
[leg's solution](#)

852.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[leg's solution](#)

853.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[leg's solution](#)

854.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[leg's solution](#)

855.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[leg's solution](#)

856.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[leg's solution](#)

857.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees
[leg's solution](#)

858.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive
[leg's solution](#)

859.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, ternary search
[leg's solution](#)

860.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[leg's solution](#)

861.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[leg's solution](#)

862.

2043E

[Matrix Transformation](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[leg's solution](#)

863.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[leg's solution](#)

864.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[leg's solution](#)

865.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[leg's solution](#)

866.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[leg's solution](#)

867.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[leg's solution](#)

868.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[leg's solution](#)

869.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[leg's solution](#)

870.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[leg's solution](#)

871.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[leg's solution](#)

872.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[leg's solution](#)

873.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[leg's solution](#)

874.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[leg's solution](#)

875.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[leg's solution](#)

876.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[leg's solution](#)

877.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[leg's solution](#)

878.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[leg's solution](#)

879.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[leg's solution](#)

880.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[leg's solution](#)

881.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[leg's solution](#)

882.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[leg's solution](#)

883.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[leg's solution](#)

884.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[leg's solution](#)

885.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[leg's solution](#)

886.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[leg's solution](#)

887.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[leg's solution](#)

888.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[leg's solution](#)

889.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[leg's solution](#)

890.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing,

implementation, trees

[leg's solution](#)

891.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[leg's solution](#)

892.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[leg's solution](#)

893.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[leg's solution](#)

894.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[leg's solution](#)

895.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[leg's solution](#)

896.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[leg's solution](#)

897.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[leg's solution](#)

898.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[leg's solution](#)

899.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[leg's solution](#)

900.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[leg's solution](#)

901.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[leg's solution](#)

902.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[leg's solution](#)

903.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[leg's solution](#)

904.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[leg's solution](#)

905.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[leg's solution](#)

906.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 2400 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[leg's solution](#)

907.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[leg's solution](#)

908.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[leg's solution](#)

909.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[leg's solution](#)

910.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[leg's solution](#)

911.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2500 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[leg's solution](#)

912.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[leg's solution](#)

913.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[leg's solution](#)

914.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[leg's solution](#)

915.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[leg's solution](#)

916.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[leg's solution](#)

917.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[leg's solution](#)

918.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[leg's solution](#)

919.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[leg's solution](#)

920.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[leg's solution](#)

921.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[leg's solution](#)

922.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[leg's solution](#)

923.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[leg's solution](#)

924.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[leg's solution](#)

925.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[leg's solution](#)

926.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[leg's solution](#)

927.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[leg's solution](#)

928.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[leg's solution](#)

929.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[leg's solution](#)

930.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-09 · last AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[leg's solution](#)

931.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[leg's solution](#)

932.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[leg's solution](#)

933.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[leg's solution](#)

934.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[leg's solution](#)

935.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[leg's solution](#)

936.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[leg's solution](#)

937.

2163D2

[Diadrash \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[leg's solution](#)

938.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[leg's solution](#)

939.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[leg's solution](#)

940.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[leg's solution](#)

941.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[leg's solution](#)

942.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[leg's solution](#)

943.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[leg's solution](#)

944.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[leg's solution](#)

945.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[leg's solution](#)

946.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[leg's solution](#)

947.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[leg's solution](#)

948.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[leg's solution](#)

949.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[leg's solution](#)

950.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[leg's solution](#)

951.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[leg's solution](#)

952.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[leg's solution](#)

953.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[leg's solution](#)

954.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[leg's solution](#)

955.

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[leg's solution](#)

956.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[leg's solution](#)

957.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[leg's solution](#)

958.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[leg's solution](#)

959.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leg's solution](#)

960.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2026-04-23 · last AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[leg's solution](#)

961.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[leg's solution](#)

962.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[leg's solution](#)

963.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[leg's solution](#)

964.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[leg's solution](#)

965.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[leg's solution](#)

966.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[leg's solution](#)

967.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[leg's solution](#)

968.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[leg's solution](#)

969.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[leg's solution](#)

970.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[leg's solution](#)

971.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[leg's solution](#)

972.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[leg's solution](#)

973.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[leg's solution](#)

974.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[leg's solution](#)

975.

2129D

[Permutation Blackhole](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2600 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[leg's solution](#)

976.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[leg's solution](#)

977.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[leg's solution](#)

978.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[leg's solution](#)

979.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[leg's solution](#)

980.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[leg's solution](#)

981.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[leg's solution](#)

982.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[leg's solution](#)

983.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: dp
[leg's solution](#)

984.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[leg's solution](#)

985.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[leg's solution](#)

986.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp
[leg's solution](#)

987.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[leg's solution](#)

988.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs
[leg's solution](#)

989.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[leg's solution](#)

990.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[leg's solution](#)

991.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[leg's solution](#)

992.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[leg's solution](#)

993.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[leg's solution](#)

994.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[leg's solution](#)

995.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[leg's solution](#)

996.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[leg's solution](#)

997.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[leg's solution](#)

998.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[leg's solution](#)

999.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[leg's solution](#)

1000.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[leg's solution](#)

1001.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, math

[leg's solution](#)

1002.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[leg's solution](#)

1003.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[leg's solution](#)

1004.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[leg's solution](#)

1005.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[leg's solution](#)

1006.

1924D

[Balanced Subsequences](#) · [Tutorial](#)

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1007.

715C

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1008.

383E

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1009.

2201F2

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1010.

1142D

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1322D

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1943D2

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2002F2

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1404E

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2201F1

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Quality: 271 global accepts · Rating: 2900 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

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1540C2

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[leg's solution](#)**1017.**

1446D2

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[leg's solution](#)**1018.**

2222F

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[leg's solution](#)**1019.**

2222D

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Quality: 3,192 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[leg's solution](#)**1020.**

2222E

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Quality: 1,945 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive

algorithms, interactive

[leg's solution](#)

1021.

2222C

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Quality: 4,781 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[leg's solution](#)

1022.

2222B

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Quality: 7,284 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[leg's solution](#)

1023.

2222A

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Quality: 10,006 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[leg's solution](#)

1024.

2219C

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[leg's solution](#)

1025.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[leg's solution](#)

1026.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,608 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[leg's solution](#)

1027.

2219A

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[leg's solution](#)

1028.

106033I

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1029.

102951A

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Rating: — · first AC: 2022-11-05 · last AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[leg's solution](#)

1030.

102644C

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[leg's solution](#)

1031.

102644B

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1032.

102951B

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1033.

103294B

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Rating: — · first AC: 2021-09-26 · Python 3 (first AC) · Tags: —

[leg's solution](#)

1034.

103294A

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Rating: — · first AC: 2021-09-26 · MS C++ 2017 (first AC) · Tags: —

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